

Vector3D<ROOT::Math::Cylindrical3D<double> >

fCoordinates

@~PositionVector3D@<ROOT::Math::Cylindrical3D@<double@> @>

PositionVector3D@<ROOT::Math::Cylindrical3D@<double@> @>

PositionVector3D@<ROOT::Math::Cylindrical3D@<double@> @>

Coordinates

SetCoordinates

SetCoordinates

GetCoordinates

GetCoordinates

SetXYZ

operator==

operator@!=

X

Y

Z

R

Theta

Phi

Eta

Rho

Mag2

Perp2

SetX

SetY

SetZ

SetR

SetTheta

SetPhi

SetRho

SetEta

operator*=
operator/=

operator*
operator/

x
y
z
r
theta
phi
eta
rho
mag2
perp2

x

y

z

r

theta

phi

eta

rho

mag2

perp2